

# “PlayBoard” for Digital Learning Solutions

(framework for realistic Digital Learning Solutions implementation in the education context of all partner countries)



## Teacher Digital Literacy levels

Which level of digital literacy can we assume from your school's teachers as basis for implementing digital learning solutions? ALL, MOST, SOME, FEW, or NONE of the teachers in your programme can be assumed to be able to:

	On their own	With support
Use learning apps on smartphone/tablet?		
Use VR-based applications?		
Use AR-based applications?		
Make use of digitally simulated environments in a classroom?		
Use Green Screen technology?		
Produce a digital quiz or survey?		
Help students solve technical IT problems?		
Help students produce digital content?		

## Student Digital Literacy levels

Which types of tasks can we assume that the typical student is able to perform either without - or with only minimal - support, instruction or supervision on a smartphone or tablet?

Which types of tasks can we assume that the typical student is able to perform either without - or with only minimal - support, instruction or supervision on a laptop?

Which specific digital platforms and main software/apps will the student typically learn to use as part of completing your education programme?

## Student Connectivity

Which level of internet access and connection can we assume is available to the typical student?

	Internet access? (always/sometimes/none)	Stable connection? (yes/partly/no)	Minimum Bandwidth/connection speed? (Approximately)
At school?			Mbit/s
At home?			Mbit/s
At (practise) workplace?			Mbit/s

## Student Access to Digital Devices

We should assume that the typical student has FULL, OCCASIONAL, or NO access to the following devices at school, at home, and in workplaces for practise/internship period:

(Mark with FULL, OCC, or NO)	Smartphone	Tablet	Laptop	VR Headset	AR Glasses	Green Screen	Digitally Simulated Environments
At school?							
At home?							
At workplace?							

## Basic Factors: Legal Issues

Students under 18 years old? (all/some/none)

Any other (non-GDPR) legal limitations on the use of digital learning solutions? (yes/no). If yes, SPECIFY

## Basic Factors: Student Language Proficiency

Students can typically English learning Materials (ALL/BASIC/NONE):

READ	ORALLY UNDERSTAND	WRITE



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